

A detailed illustration of a complex space station or orbital platform, featuring various modules, solar panels, and antennas. It is shown in orbit around the Earth, which is depicted as a large blue sphere with white cloud patterns. The background is a deep blue space. The title 'andromeda conquest' is written in a large, white, sans-serif font across the top right, with a white double-headed arrow above it.

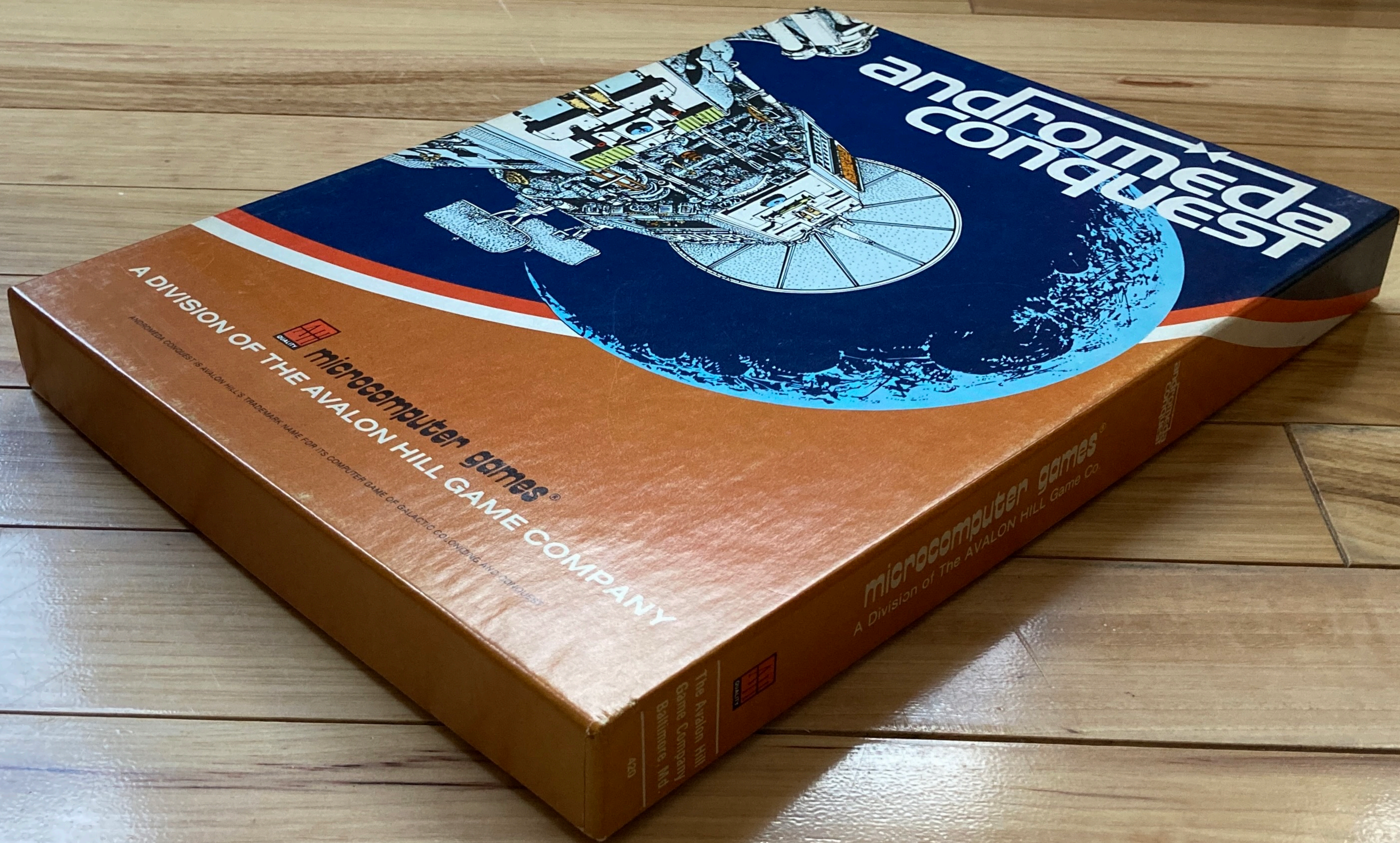
andromeda conquest



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ANDROMEDA CONQUEST IS AVALON HILL'S TRADEMARK NAME FOR ITS COMPUTER GAME OF GALACTIC COLONIZING AND CONQUEST



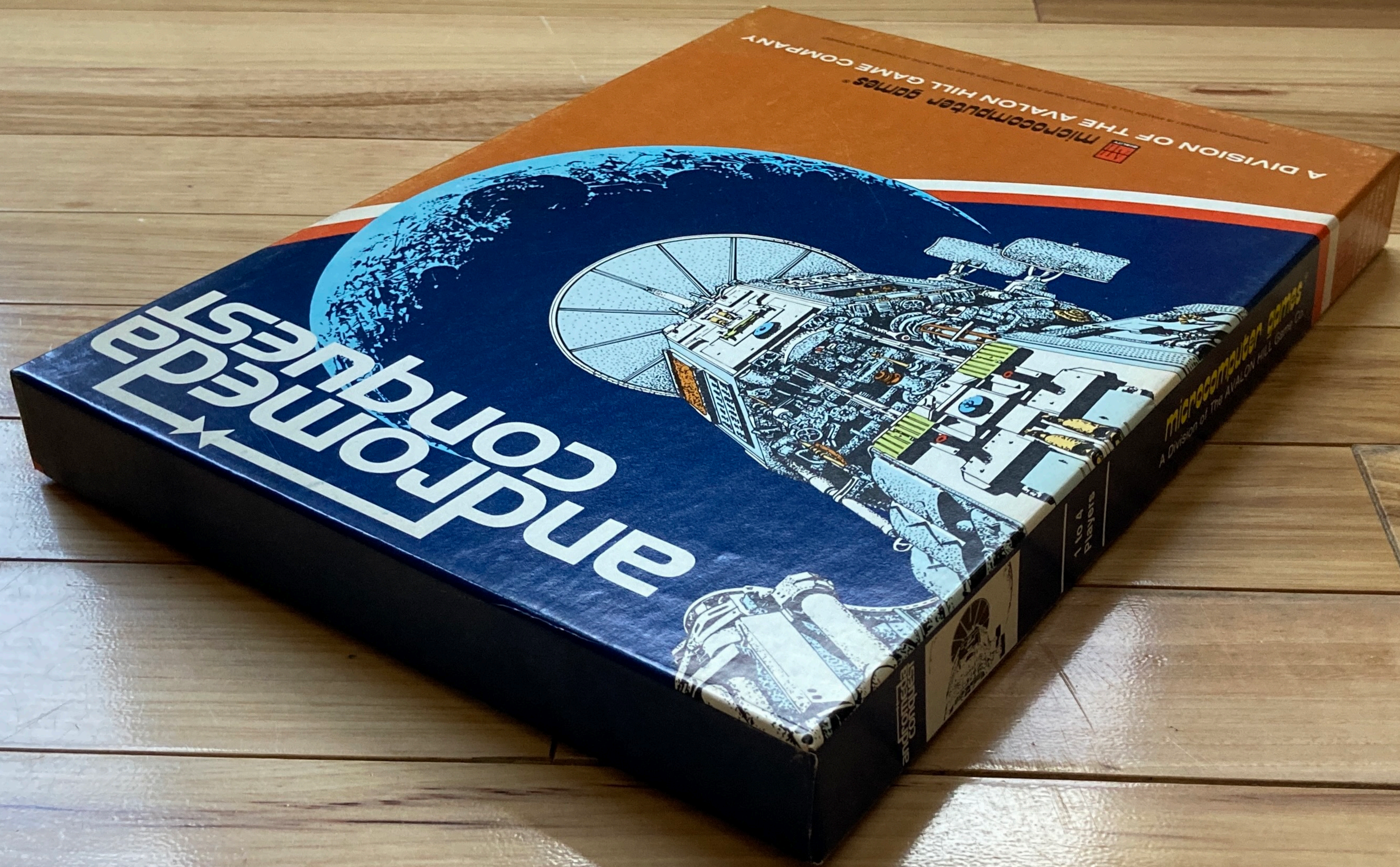
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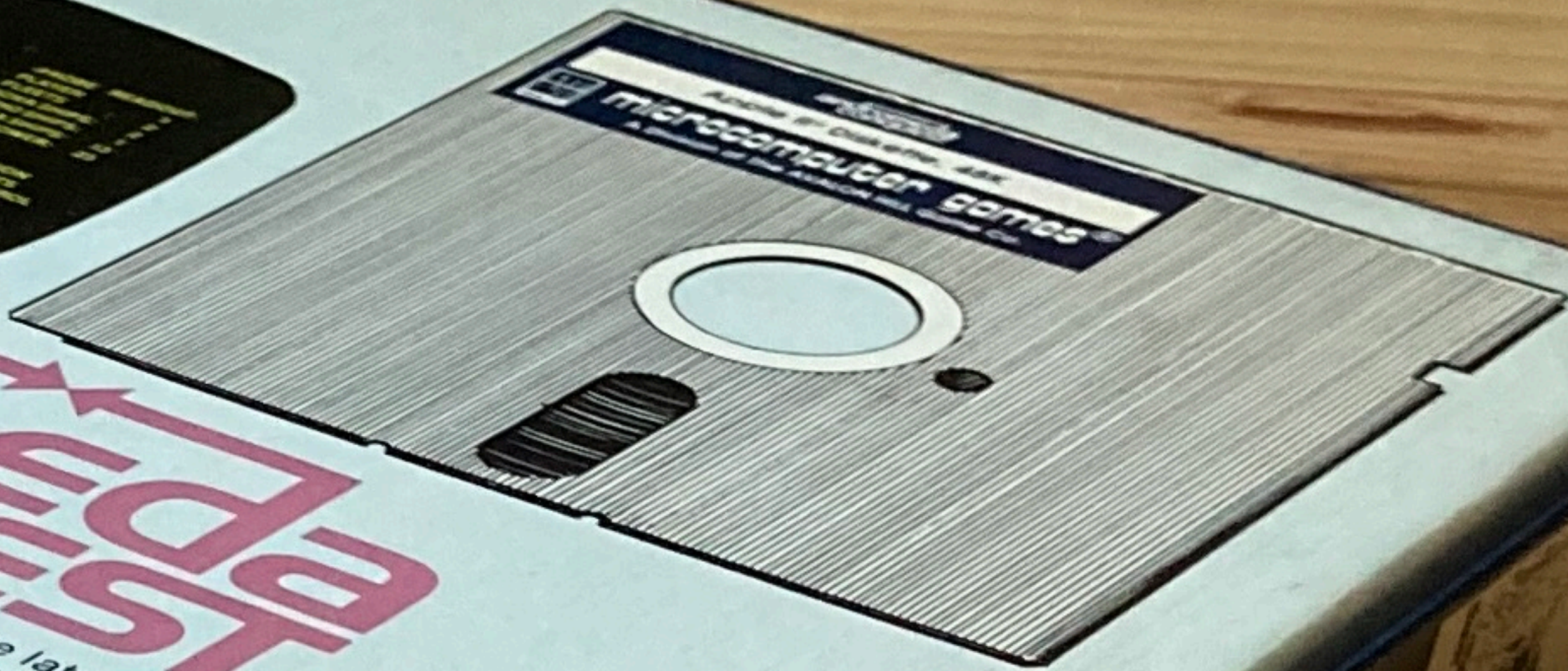
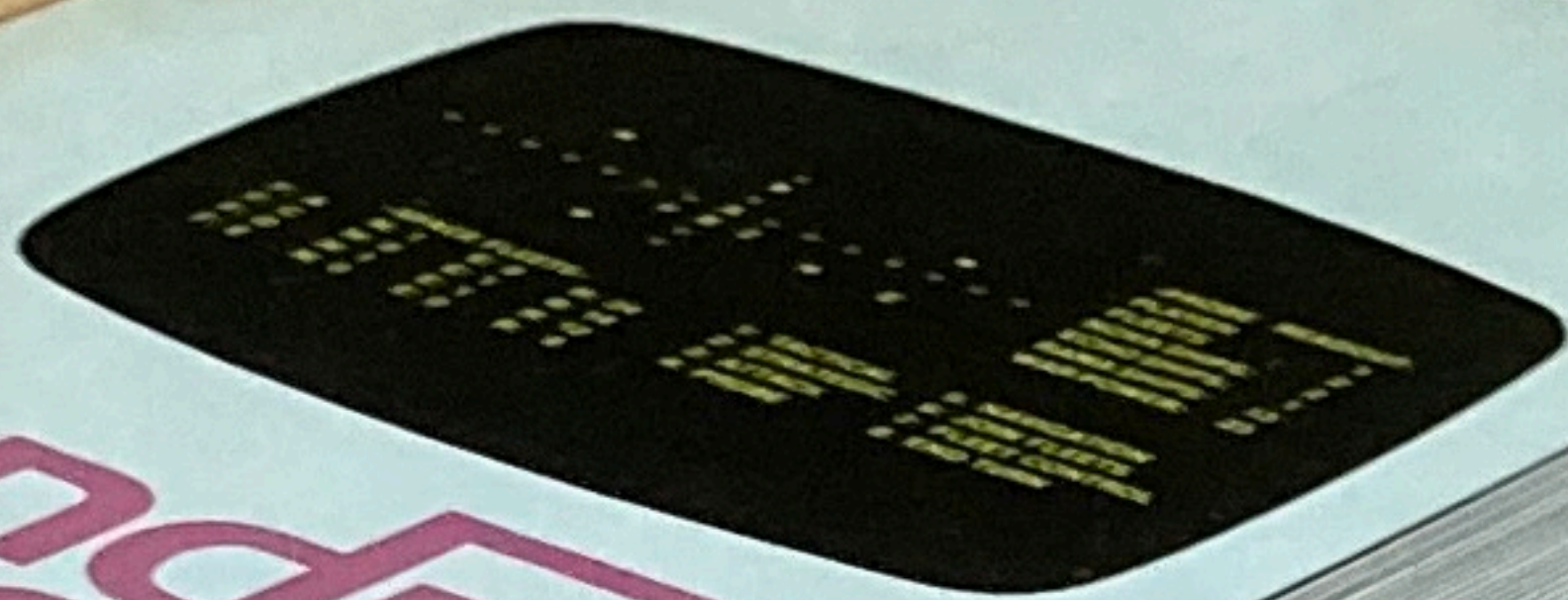
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The Avalon Hill
Game Company
Baltimore, Md.

4223



andromeda conquest



Armoured space troopers moved quickly from building to shattered building. Through the flames and billowing smoke of the devastated city small remnants of resistance. Huge metal and plasteel crawlers stalked through the remains of the city, turrets rotating occasionally firing a burst of anti-personnel weapons at some unseen opponent. In a few spots some small fighting still went on, but the outcome had been certain since that morning, when the defensive shields finally yielded to fleet bombardment.

Half-way around the planet, at invasion headquarters, a communications officer moved quietly towards a violet scaled humanoid watching a video screen and saluted.

"Your Grace, all task forces have reported in. Jhodleth has fallen. All resistance will be suppressed by nightfall."

The Admiral was quiet for a while, watching the death throes of the last holdout of the native race and the final step in the planetary conquest.

"Inform the Sauroldi Admiralty. We will leave the planet to the colonists within the week." He did not even turn his head.

Quite a while later, in a room parsecs from the conquered planet, another sauroldi gazed out across the dark room. Tiny lights shone on and within a huge translucent sphere in the center of the room in a seemingly random array. The lights blinked several different colors, and some of them were flashing red lights went dark for a second, then came back on as a steady purple. His Supreme Omnipotence, the Emperor of the Sauroldi, turned and left the room, smiling to himself.

Andromeda Conquest allows from one to four players to vie for control of the Andromedan Galaxy. In multi-player games, which are especially recommended, alliances and diplomacy among players can become an important consideration as each player strives to conquer the most star systems.

Playing Time: 1-6 hours or more

Andromeda Conquest is ready to run on your Apple® II or II+ with DOS 3.3 (Disk II), 48K Memory and Applesoft® in ROM.

* Registered Trademark of Apple Corp.
This game is also available for other microcomputer systems

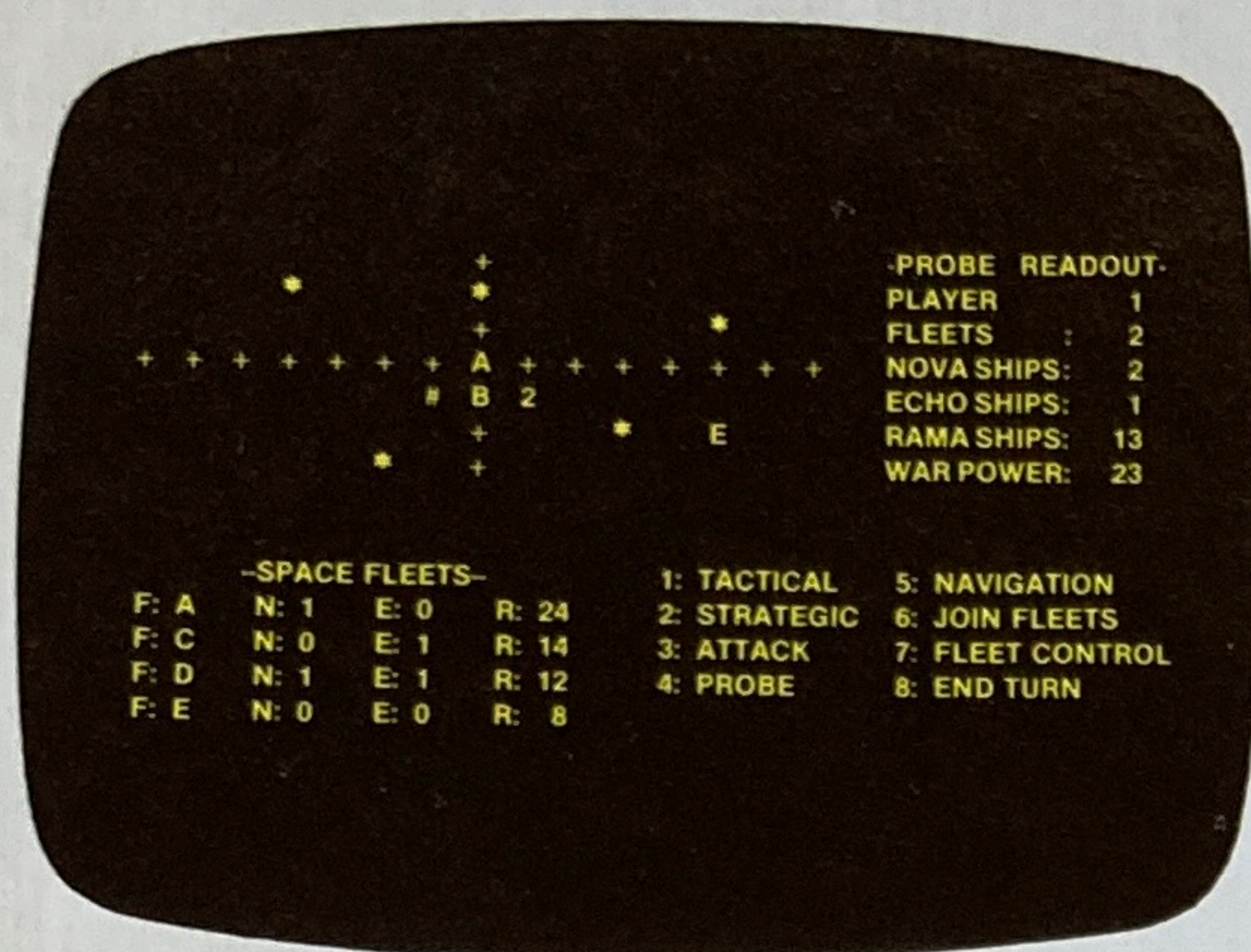


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The Avalon Hill Game Company
Baltimore, Md.



andromeda CONQUEST

Armoured space troopers moved quickly from building to shattered building. Through the flames and billowing smoke of the devastated city small combat airships swooped, seeking out remnants of resistance. Huge metal and plasteel crawlers stalked through the remains of the city, turrets rotating, occasionally firing a burst of anti-personnel weaponry at some unseen opponent. In a few spots some small fighting still went on, but the outcome had been certain since that morning, when the defensive shields finally yielded to fleet bombardment.

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PLEASE LIFT TRAY

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Apple II® Diskette, 48K



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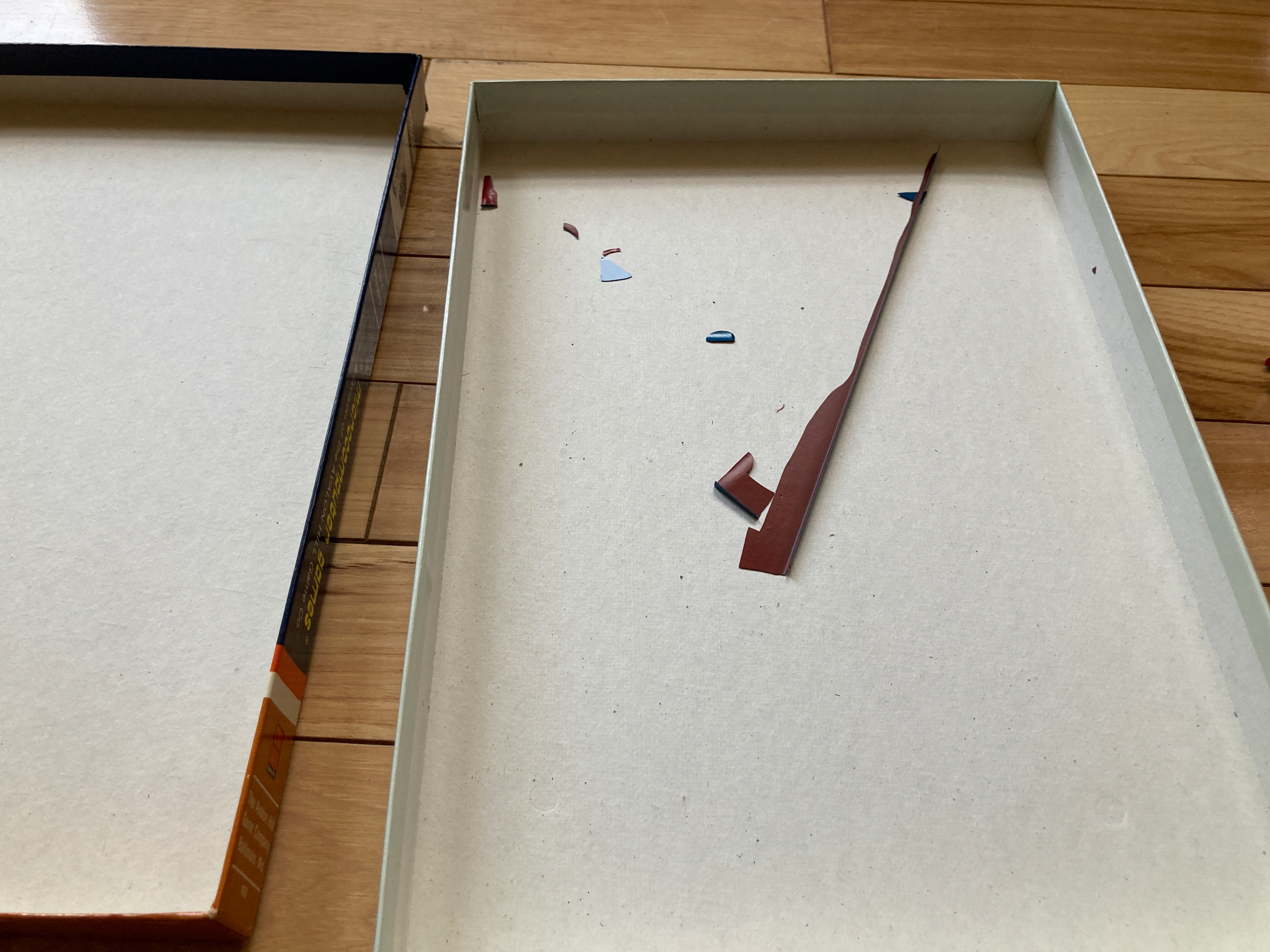
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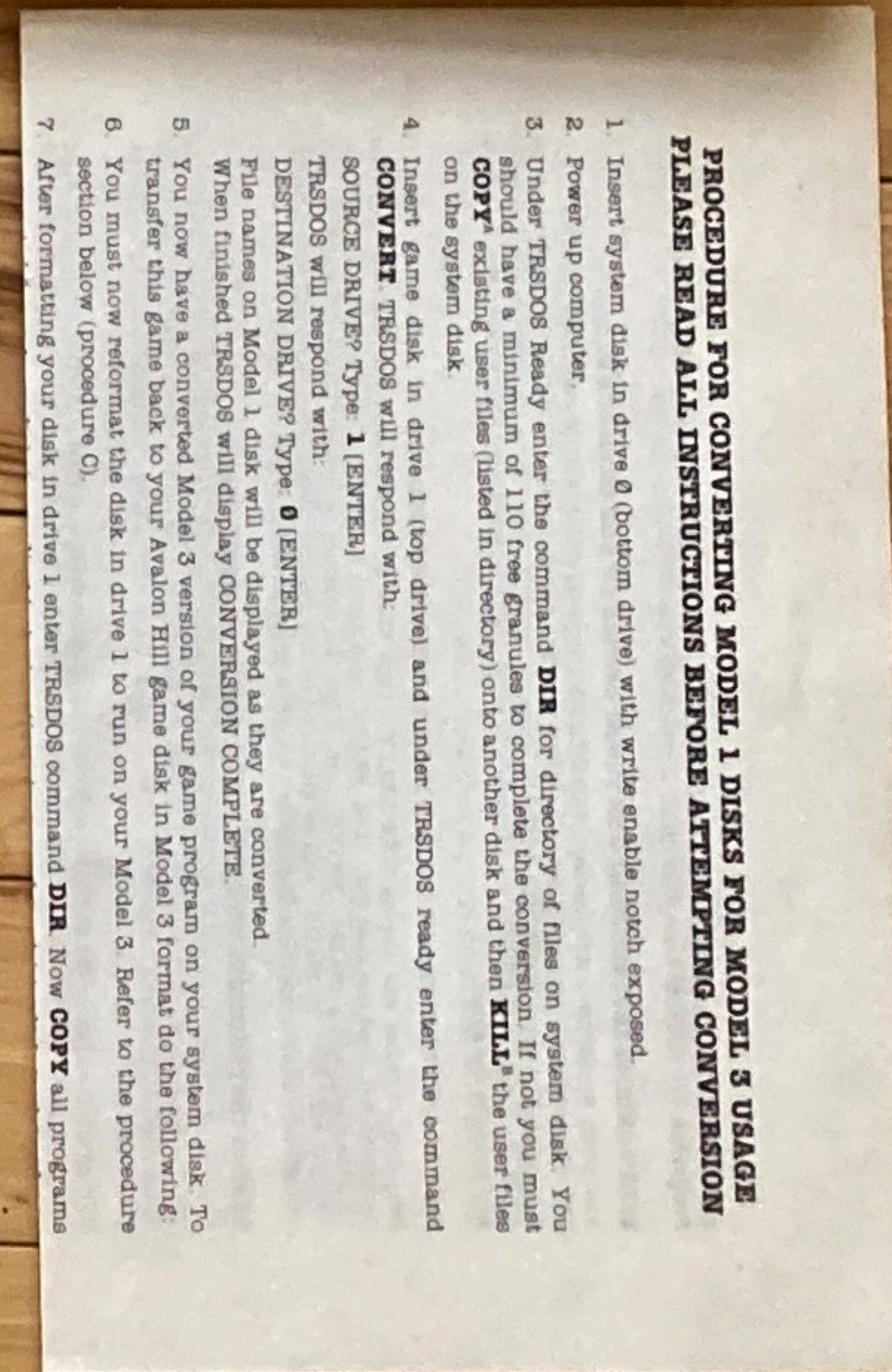
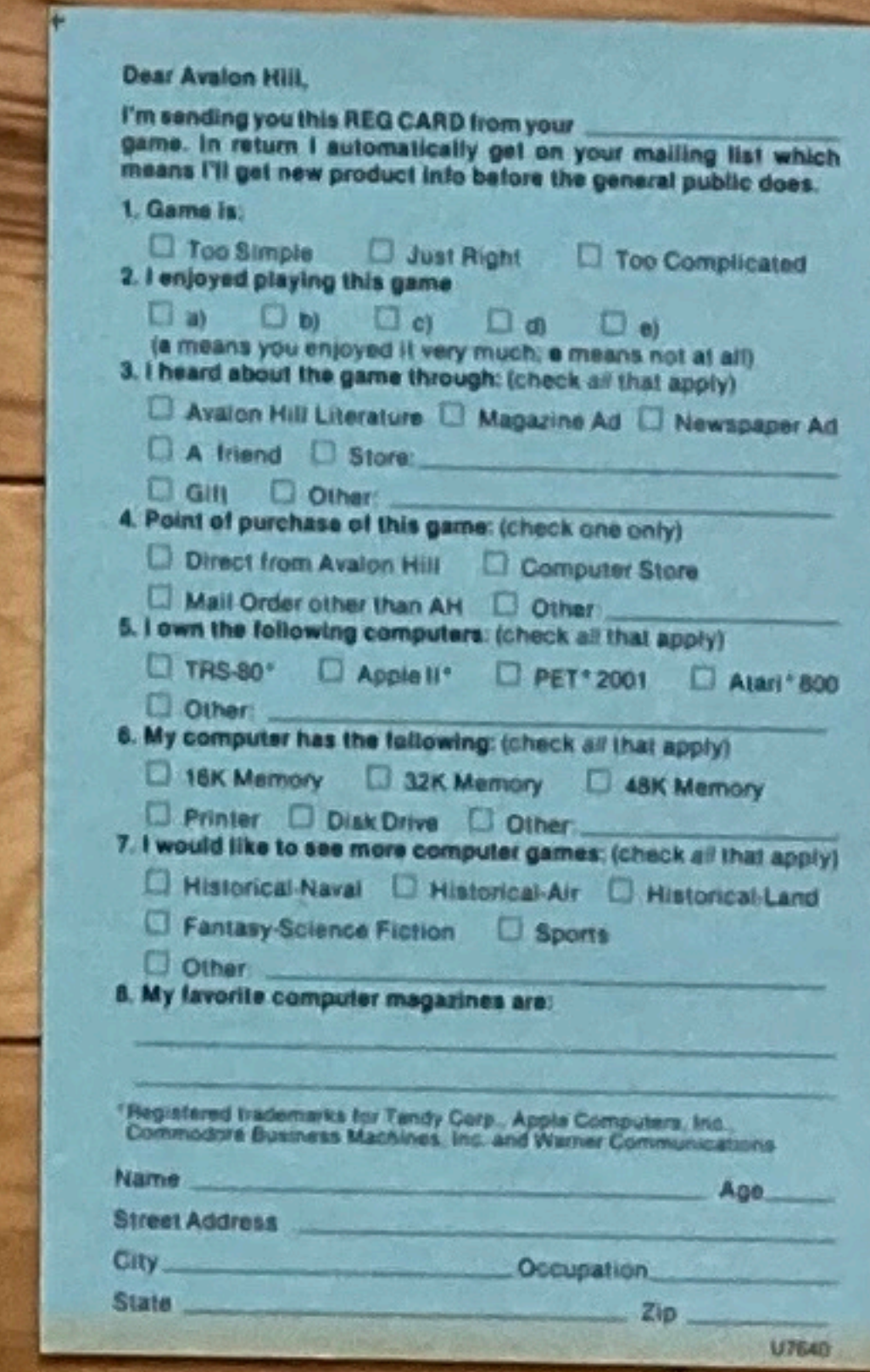
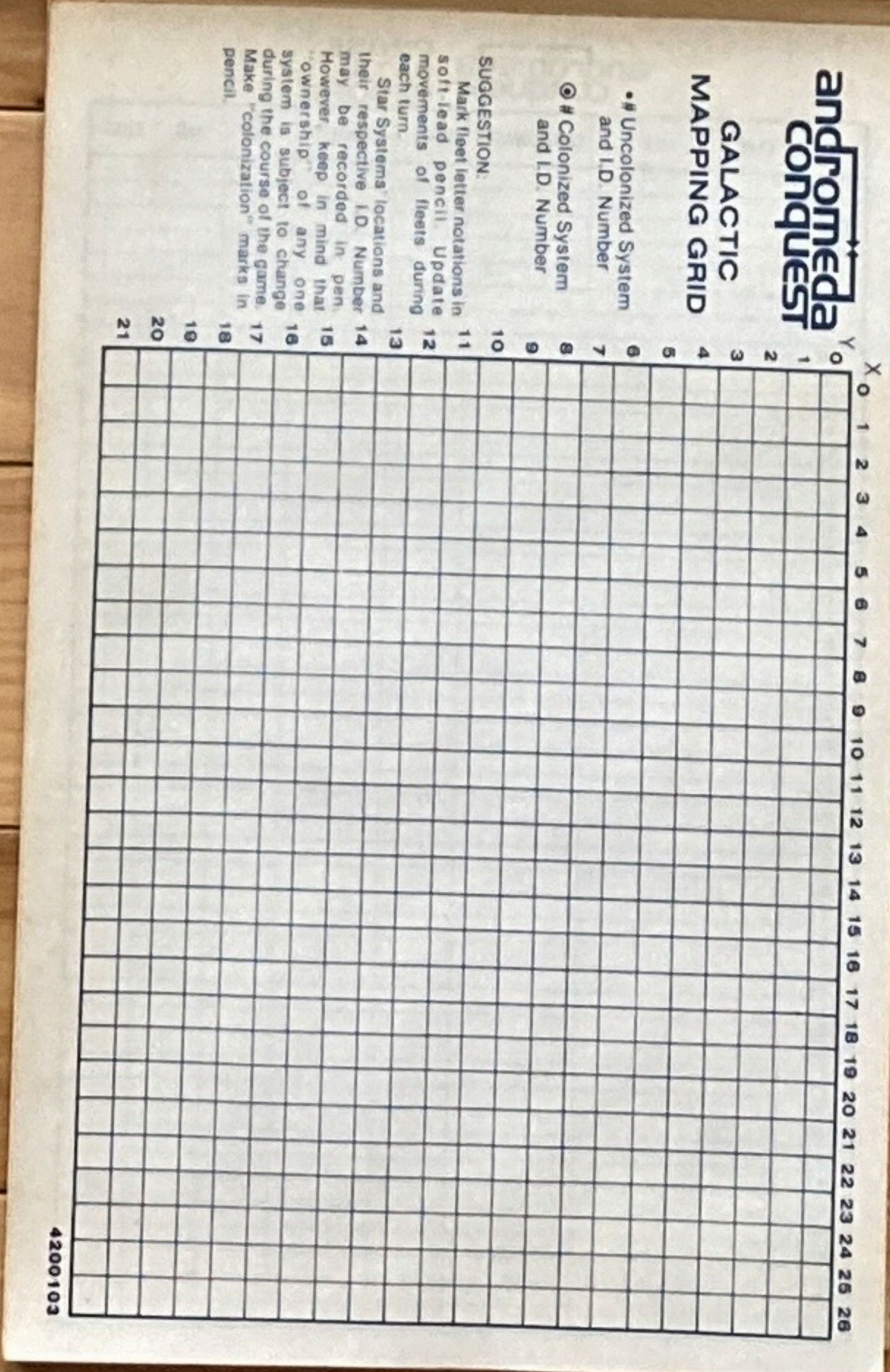
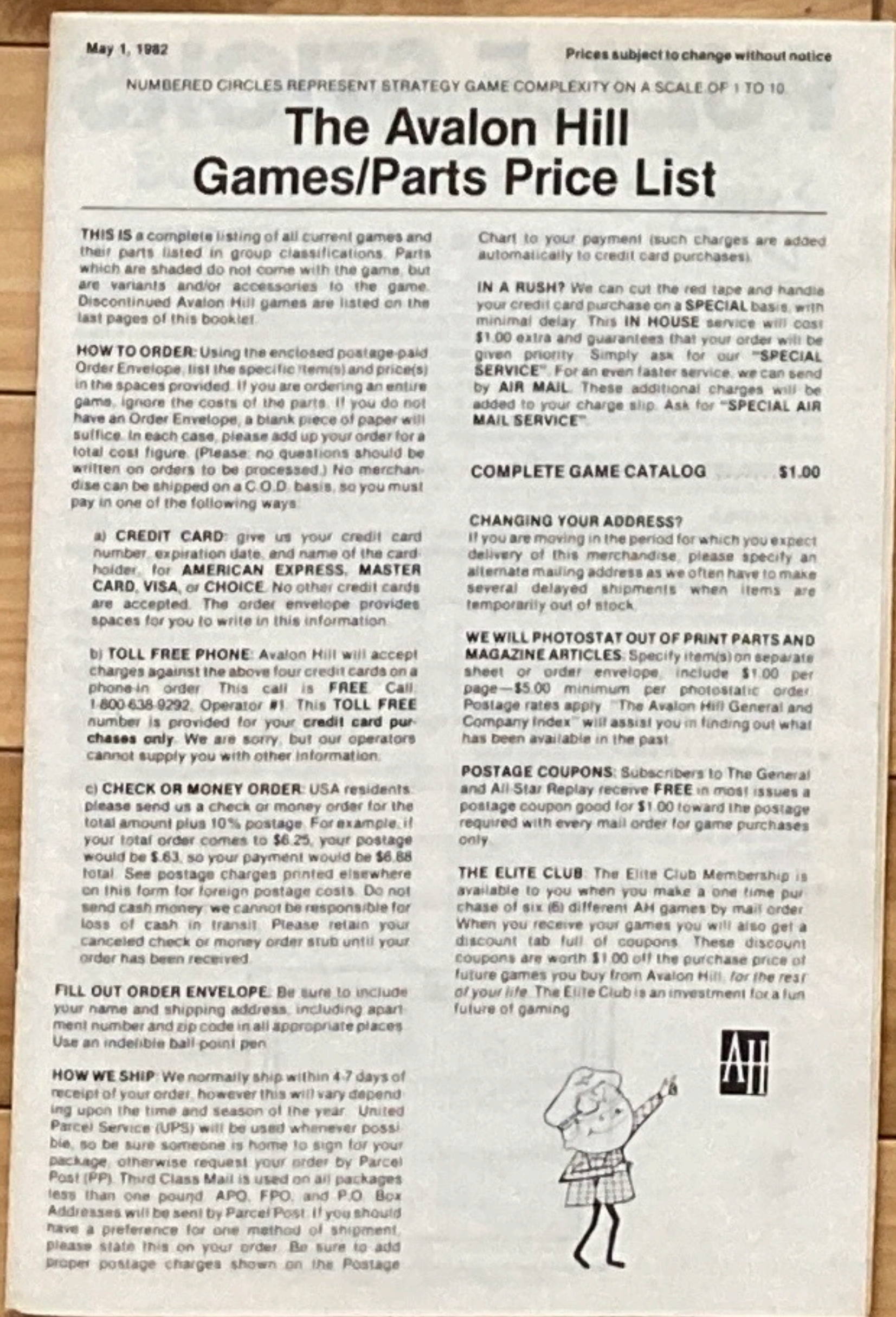
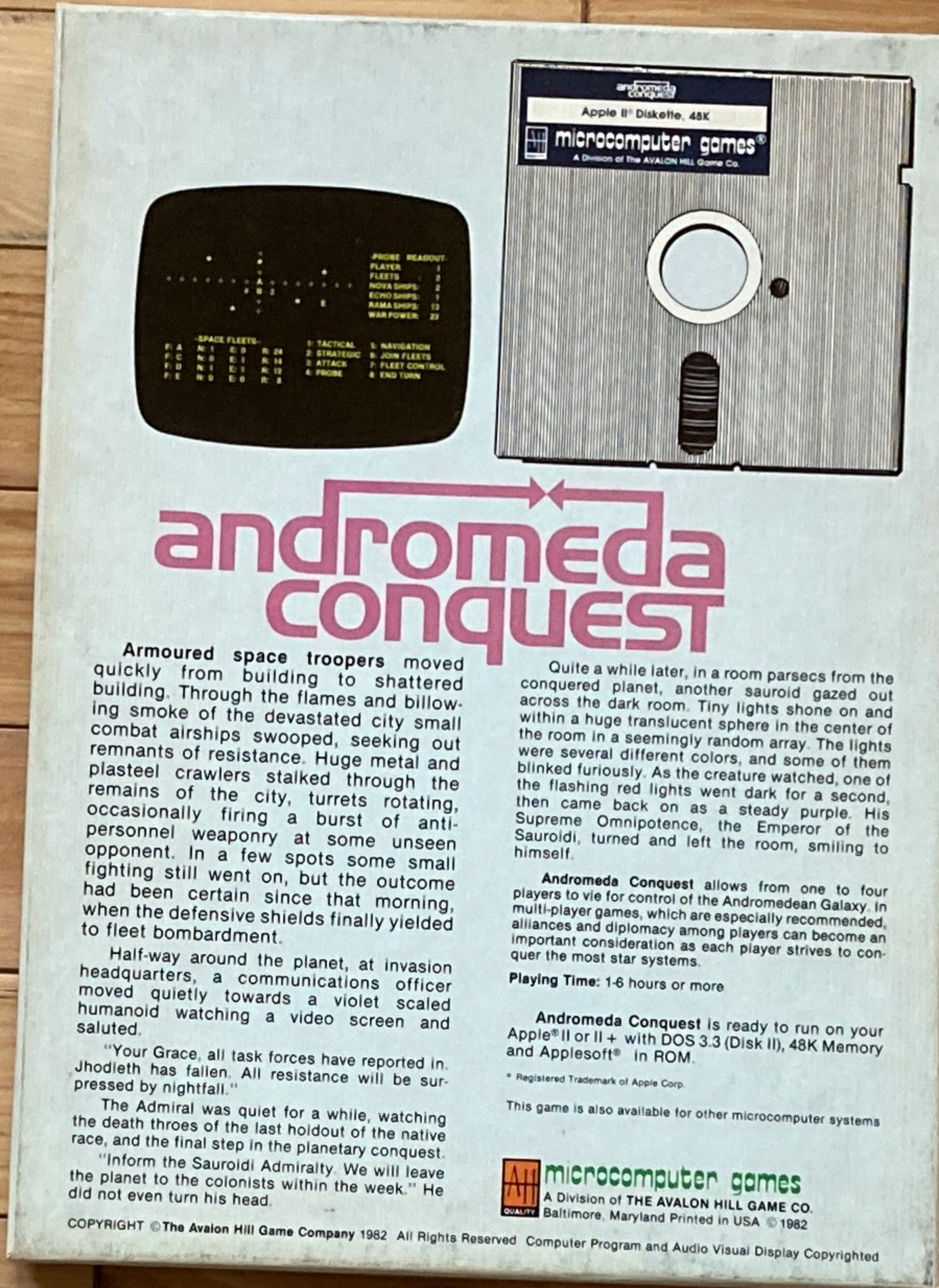
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1 to 4
Players

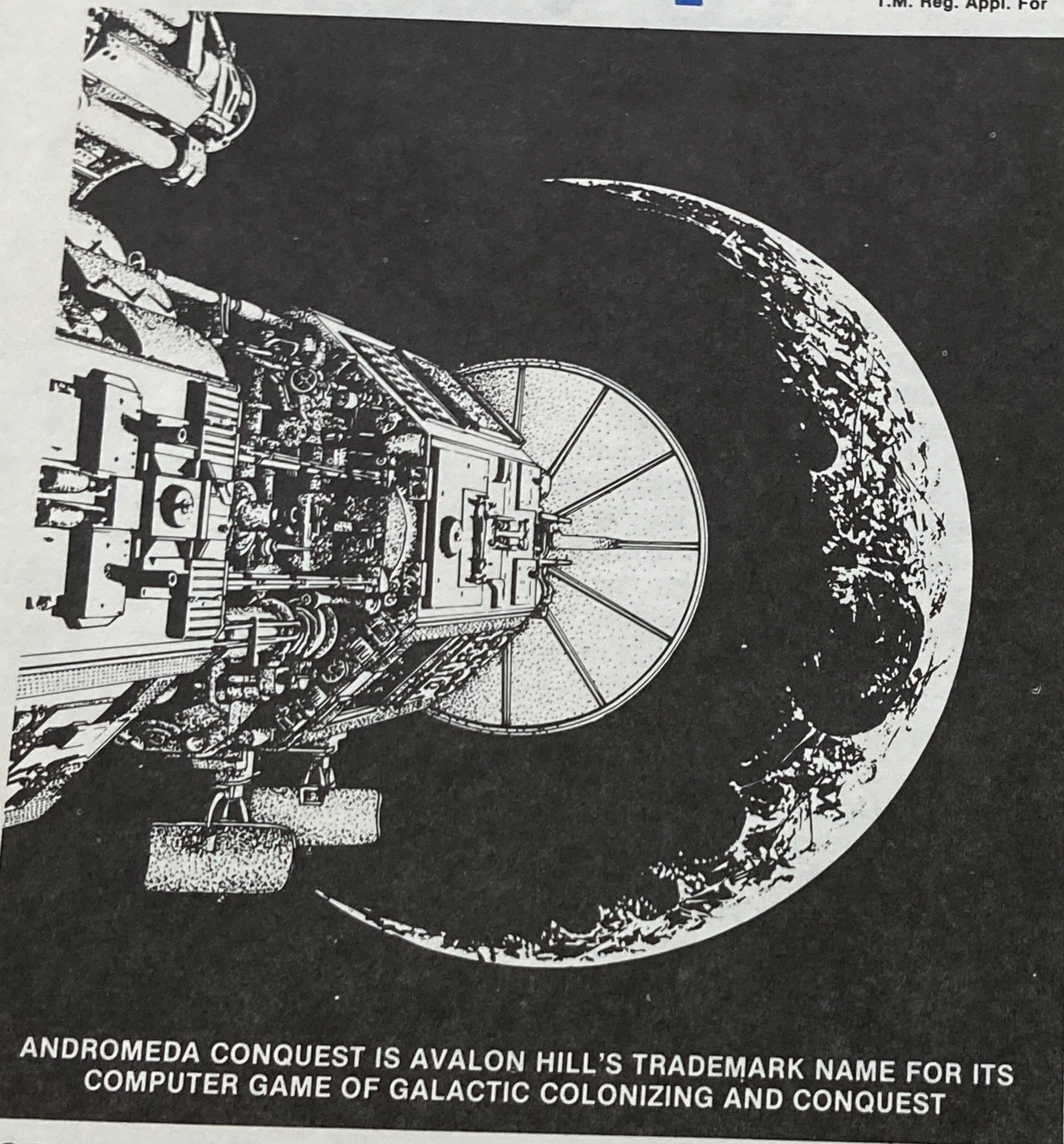






andromeda CONQUEST

T.M. Reg. Appl. For



ANDROMEDA CONQUEST IS AVALON HILL'S TRADEMARK NAME FOR ITS
COMPUTER GAME OF GALACTIC COLONIZING AND CONQUEST

FOR:

TRS-80®, Level II 16K Cassette; 32K Disk
PET®, 16K Cassette
APPLE II®, Applesoft® BASIC, 16K beyond BASIC (Cassette); 48K Disk
ATARI® 400 or 800, 32K; 40K Disk
IBM® Personal Computer, 48K Disk with BASICA

May 1, 1982

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NUMBERED CIRCLES REPRESENT STRATEGY GAME COMPLEXITY ON A SCALE OF 1 TO 10.

The Avalon Hill Games/Parts Price List

THIS IS a complete listing of all current games and their parts listed in group classifications. Parts which are shaded do not come with the game, but are variants and/or accessories to the game. Discontinued Avalon Hill games are listed on the last pages of this booklet.

HOW TO ORDER: Using the enclosed postage-paid Order Envelope, list the specific item(s) and price(s) in the spaces provided. If you are ordering an entire game, ignore the costs of the parts. If you do not have an Order Envelope, a blank piece of paper will suffice. In each case, please add up your order for a total cost figure. (Please: no questions should be written on orders to be processed.) No merchandise can be shipped on a C.O.D. basis, so you must pay in one of the following ways:

a) **CREDIT CARD:** give us your credit card number, expiration date, and name of the cardholder, for **AMERICAN EXPRESS, MASTER CARD, VISA, or CHOICE.** No other credit cards are accepted. The order envelope provides spaces for you to write in this information.

b) **TOLL FREE PHONE:** Avalon Hill will accept charges against the above four credit cards on a phone-in order. This call is **FREE.** Call: 1-800-638-9292, Operator #1. This **TOLL FREE** number is provided for your **credit card purchases only.** We are sorry, but our operators cannot supply you with other information.

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FILL OUT ORDER ENVELOPE: Be sure to include your name and shipping address, including apartment number and zip code in all appropriate places. Use an indelible ball-point pen.

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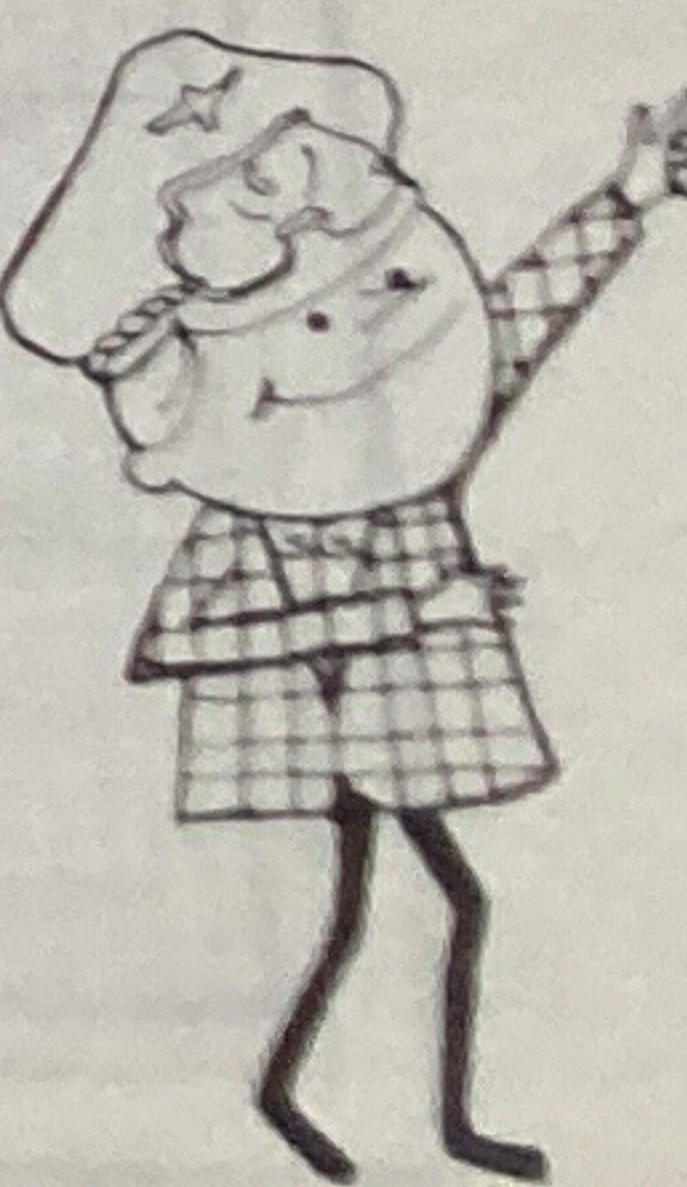
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The Elite Club Membership is available to you when you make a purchase of six (6) different AH games. When you receive your games you will receive a discount tab full of coupons. These coupons are worth \$1.00 off the purchase of future games you buy from Avalon Hill. The Elite Club is an investment in the future of gaming.



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The Avalon Hill Games/Parts Price List

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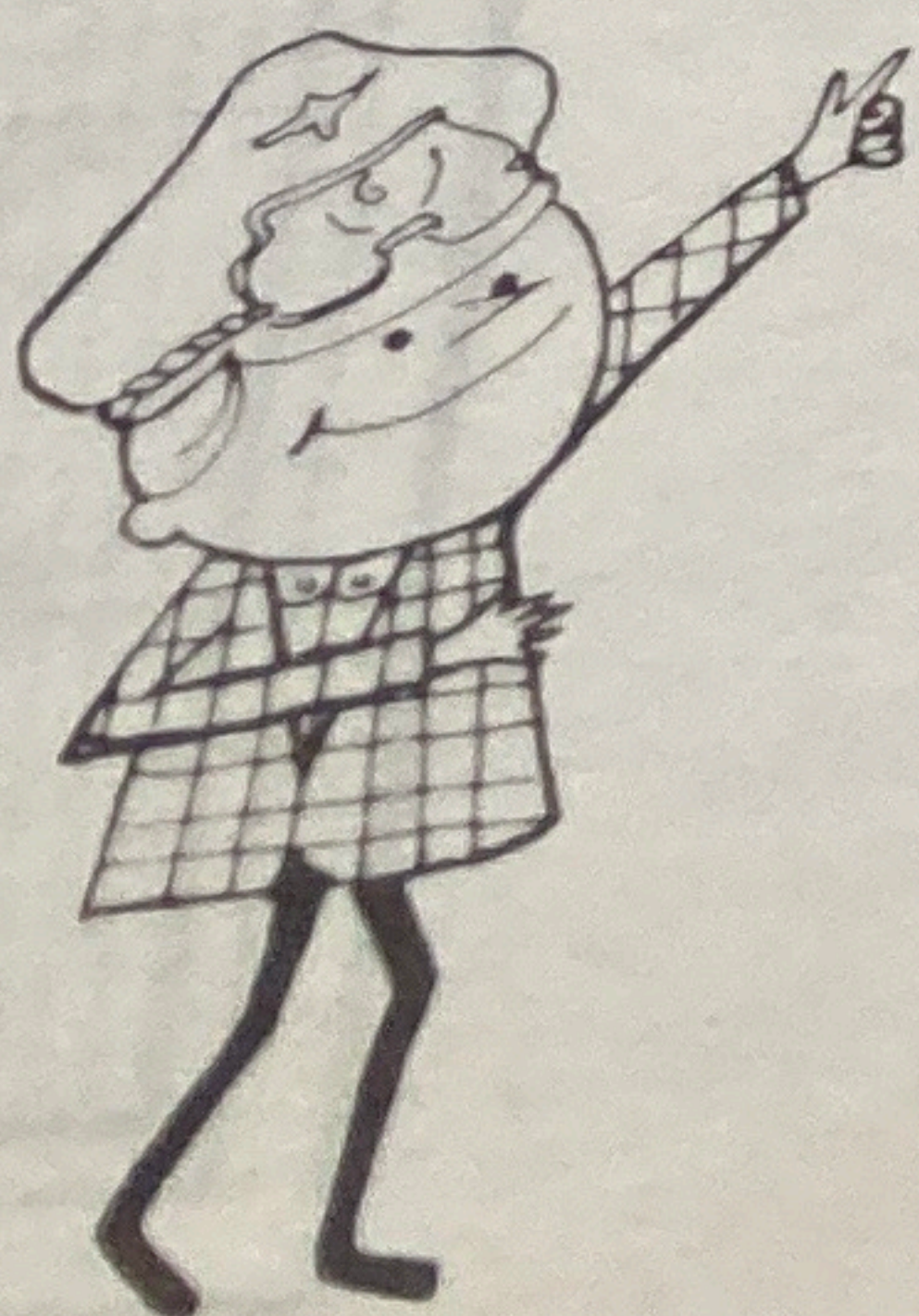
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required with every mail order for game purchases
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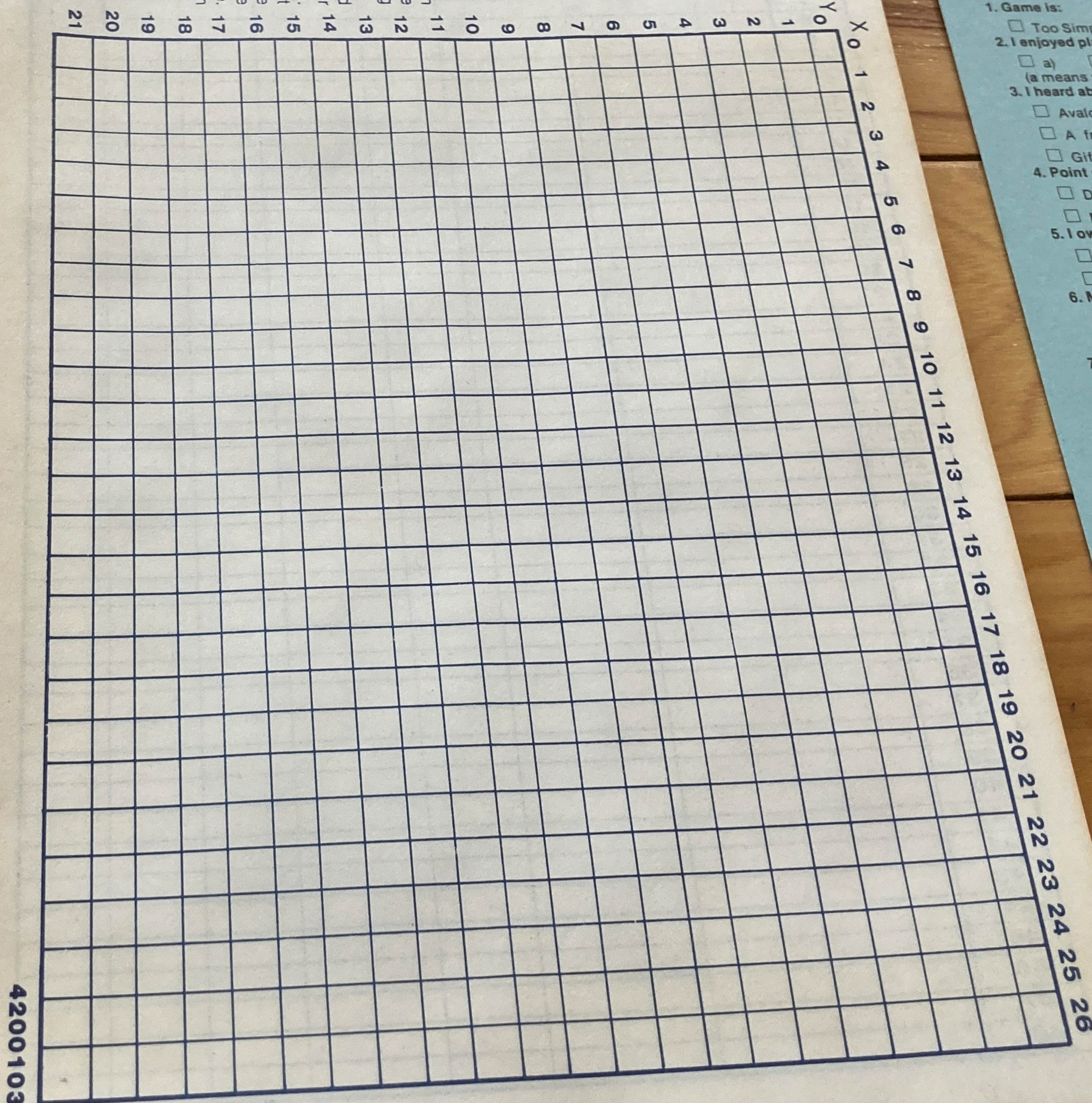
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coupons are worth \$1.00 off the purchase price of
future games you buy from Avalon Hill, for the rest
of your life. The Elite Club is an investment for a fun
future of gaming.



SUGGESTION:
Mark fleet letter notations in
soft-lead pencil. Update
movements of fleets during
each turn.
Star Systems' locations and
their respective I.D. Number
may be recorded in pen.
However, keep in mind that
"ownership" of any one
system is subject to change
during the course of the game.
Make "colonization" marks in
pencil.

• # Uncolonized System
and I.D. Number
• # Colonized System
and I.D. Number

andromeda
conquest
GALACTIC
MAPPING GRID



Dear Avalon Hill,

I'm sending you this REG CARD from your _____
game. In return I automatically get on your mailing list which
means I'll get new product info before the general public does.

1. Game is:

☐ Too Simple ☐ Just Right ☐ Too Complicated

2. I enjoyed playing this game

☐ a) ☐ b) ☐ c) ☐ d) ☐ e)

(a means you enjoyed it very much; e means not at all)

3. I heard about the game through: (check all that apply)

☐ Avalon Hill Literature ☐ Magazine Ad ☐ Newspaper Ad

☐ A friend ☐ Store:

☐ Gift ☐ Other:

4. Point of purchase of this game: (check one only)

☐ Direct from Avalon Hill ☐ Computer Store

☐ Mail Order other than AH ☐ Other:

5. I own the following computers: (check all that apply)

☐ TRS-80* ☐ Apple II* ☐ PET* 2001 ☐ Atari

☐ Other:

6. My computer has the following: (check all that apply)

☐ 16K Memory ☐ 32K Memory ☐ 48K Mem

☐ Printer ☐ Disk Drive ☐ Other:

7. I would like to see more computer games: (check a

☐ Historical-Naval ☐ Historical-Air ☐ Hist

☐ Fantasy-Science Fiction ☐ Sports

☐ Other:

8. My favorite computer magazines are:

*Registered trademarks for Tandy Corp., Apple Co.
Commodore Business Machines, Inc. and Warner

Name _____

Street Address _____

City _____

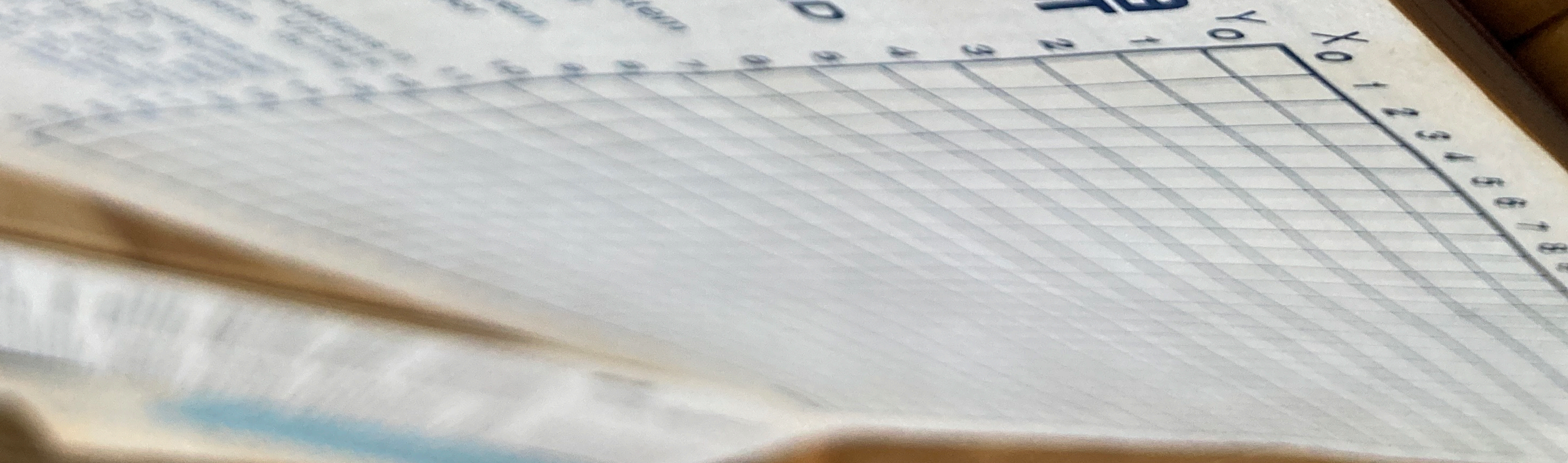
State _____

Antropometria
GALACTIC
MAPPING GRID

GA IPPING

- # Uncolonized System
and I.D. Number
Colonized System
I.D. Number

Uncolonized
and I.D. Number
© # Colonized
and I.D. Number

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SYSTEM	TYPE	LIFE	COORDINATES	TECH	ARMY
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2					
3					
4					
5					
6					
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andromeda conquest

GALACTIC MAPPING GRID

- # Uncolonized System and I.D. Number
- ⊙ # Colonized System and I.D. Number

SUGGESTION:

Mark fleet letter notations in soft-lead pencil. Update movements of fleets during each turn.

Star Systems' locations and their respective I.D. Number may be recorded in pen. However, keep in mind that "ownership" of any one system is subject to change during the course of the game. Make "colonization" marks in pencil.

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